# #353 Spectacole

#include <fstream>

using namespace std;

ifstream fin("spectacole.in");

ofstream fout("spectacole.out");

int n, i, j;

struct spectacol{int a,b;

};

spectacol x[101];

int main()

{

int nr,k;

fin>>n;

for(i=1;i<=n;i++)

fin>>x[i].a>>x[i].b;

for(i=1;i<n;i++)

for(j=i+1;j<=n;j++)

if(x[i].b>x[j].b)

{spectacol aux;

aux=x[i];

x[i]=x[j];

x[j]=aux;

}

nr=1;

k=1;

for(i=2;i<=n;i++)

if(x[i].a>=x[k].b)

{nr++;

k=i;

}

fout<<nr;

return 0;

}

# #1340 Rucsac

#include <iostream> #include <iomanip>

using namespace std;

struct obiect

{

float g, v, vu;

};

obiect x[1001], aux;

int main()

{

int n, gmax, i, j;

float vmax;

cin >> n >> gmax;

for ( i=1; i<=n; i++ )

{

cin >> x[i].g >> x[i].v;

x[i].vu=x[i].v/x[i].g;

}

for ( i=1; i<n; i++ )

for ( j=i+1; j<=n; j++ )

if ( x[i].vu < x[j].vu )

{

aux=x[i];

x[i]=x[j];

x[j]=aux;

}

vmax=0;

for ( i=1; i<=n && gmax > 0; i++ )

if ( x[i].g < gmax )

{

vmax+=x[i].v;

gmax-=x[i].g;

}

else

{

vmax+=gmax\*x[i].vu;

gmax-=gmax;

}

cout << fixed << setprecision(3) << vmax;

}

**#398** Plopi2

#include <iostream>

#include <fstream>

#define nmax 105

using namespace std;

int a[nmax],x[nmax],n,nrbucati,nrcopacitaiati;

int main()

{

freopen("plopi2.in","rt",stdin);

freopen("plopi2.out","wt",stdout);

cin>>n;

for(int i=1;i<=n;i++){

cin>>a[i];

x[i]=a[i];

}

for(int i=1;i<n;i++)

{

for(int j=i+1;j<=n;j++)

if(a[j]>a[i])

{

nrbucati+=a[j]-a[i];

a[j]=a[i];

}

}

for(int i=1;i<=n;i++)

if(a[i]!=x[i])

nrcopacitaiati++;

cout<<nrcopacitaiati<<' '<<nrbucati<<'\n';

return 0;

}